

TOKYO DOVES トウキョウのハト エサバトル

Overview

The city of Tokyo is a whirlwind of people and relationships. The same is true in the world of doves.

Feeding ground battles are fought for tomorrow's food!! Right now, a huge battle is being waged in the area home to a hamburger.

Perhaps you'll just have to ask the boss directly and have them come with you...

What...Broken down? Let's go, doves, let's do it!!

Tokyo Doves does not come with a board.

This thrilling 2-player game uses an ever-changing 4x4 feeding area, where you move around the cards to surround the boss dove.

Ending the Game

The player who runs out of empty squares around their boss dove first loses.

※Be aware that you can fill up the squares around your boss with doves from your own team.

Contents

- One card for each of the 6 dove types on the Green Team



- One card for each of the 6 dove types on the Red Team



Game Preparation

- Take all of the cards for whichever color team you are on. Hold the cards so your opponent cannot see them; this is your hand.

※You may place the cards face up in front of you so your opponent can see your cards as well until you are accustomed to gameplay.

- Arrange the boss doves with their heads towards each other as shown in the diagram below.

This is called the "Feeding Ground", which will serve as your battlefield.

- At the start of the game, the Feeding Ground will be 1 card x 2 (described later).

- The player who has most recently eaten a hamburger or who wants to eat one more at the start of the game has the first turn.



Gameplay

The players take turns until victory conditions are met. During your turn, you can do one of the following three things:

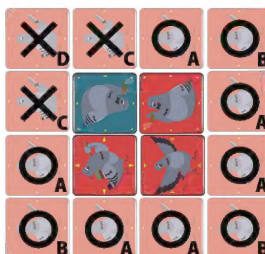
※There is no easy "pass" option; passing results in immediate loss.

●Put Out a Dove

You may select a dove of your choice from your hand and place it on the Feeding Ground.

- The dove may be placed directly next to or touching corners with one of your other doves already on the Feeding Ground.
- Arrange the card so the dove's head is facing your opponent.
- The dove cannot be placed directly next to your opponent's boss dove.
- The Feeding Ground cannot expand beyond 4x4 cards.

※An explanation of the Feeding Ground comes later. Please be sure to read all instructions.



Placement Examples
(Places where the Red Team can place a Razor Dove)

- A: Next to a Red Team dove → OK
- B: Touching the corner with a Red Team dove → OK
- C: Next to a Green Team dove → NO
- D: Not touching a Red Team dove → NO

●Move a Dove

You may select a dove of your choice and move it within the Feeding Ground.

- Each dove moves in a different, set pattern.
- Doves cannot pass over other doves.

※Only one type of crazy dove can pass over other doves.

- The dove you have moved must either be directly next to another dove or touching corners with another dove, or both.

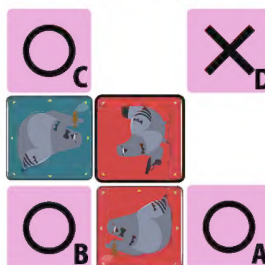
※Can touch either your own doves or your opponent's doves.

- After making your move, there cannot be any doves not touching other doves.

※They must not be broken up into two or more clumps.

- The Feeding Ground cannot expand beyond 4x4 cards.

※An explanation of the Feeding Ground comes later. Please be sure to read all instructions.



Movement Examples
(Places where the Red Team Peashooter Dove can move)

- A: Next to the Red Team Boss Dove → OK
- B: Next to the Red Team Boss Dove → OK
- C: Next to the Green Team Boss Dove → OK
- D: Not touching any dove on the Feeding Ground → NO

●Put Back a Dove

You may select a dove of your choice and return it to your hand.

- Your turn ends as soon as you return the dove.
- No doves can be left not touching any other doves after you have returned the dove to your hand.

※Add this rule once you get used to gameplay.

Once you get accustomed to the game, discuss with your opponent whether to add this rule.

※If you put back the boss dove, you lose instantly!

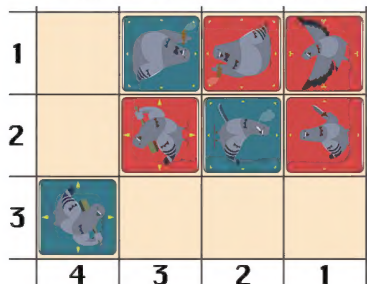
Once you've chosen one of these actions, change turns.

Feeding Ground Size

- In this game, the Feeding Ground cannot expand beyond 4 cards x 4 cards.
- The size of the Feeding Ground is not fixed, but changes size and shape based on the position of the doves.

Example 1: The diagram below shows a 3x4 Feeding Ground with 3 columns and 4 rows of cards from the point of view of the person reading these instructions.

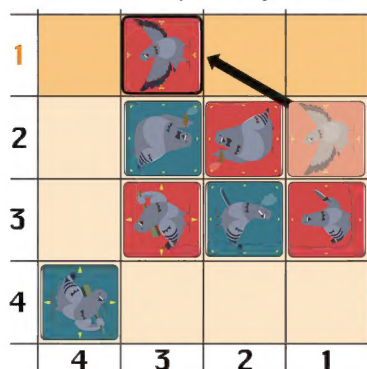
There is still room for another column of cards.



Example 2: In the diagram below, the Red Team has moved an Exploding Dove.

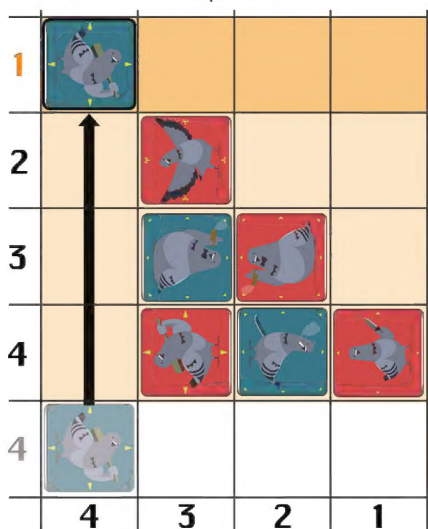
The Feeding Ground is now 4x4, with 4 columns and 4 rows.

It cannot expand beyond this.



Example 2: In the diagram below, the Green Team has moved the Bludgeon Dove up four squares.

As a result, the four unoccupied squares on the bottom row are now unavailable, and the addition of a square in the top row opens up a total of four squares.



Ending the Game

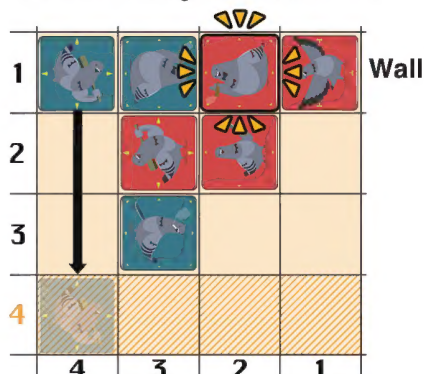
The player whose Boss Dove is surrounded by doves in each of the four squares directly adjacent to its first loses immediately.

• The Player loses even if they are surrounded by their own doves.

• The outer edge of the 4x4 Feeding Ground is a wheel.

Squares that touch the wall are considered occupied.

Example 1: The diagram below shows a 3x4 Feeding Ground. The Bludgeon Dove on the Green Team attempts to move 3 squares down. Doing so creates a 4x4 Feeding Ground. This creates a wall behind the Red Team's Boss Dove, filling all four squares directly next to it and resulting in immediate loss.



How Each Dove Moves



Boss Dove

- Can move one square horizontally, vertically, or diagonally in all eight directions.

※A venerable dove running Tokyo for generations.

The risk of losing the Big Burger Feeding Ground has him fuming!!



Big Brother Dove

- Can move one square horizontally, vertically, or diagonally in all eight directions.

※The Boss's trusty right-hand man who keeps the doves in line!!



Razor Dove

- Can move one square vertically or horizontally in four directions.

※Just give him a razor to get him going!!



Peashooter Dove

- Can move one square diagonally in four directions.

※Let your guard down and you'll be eating a mouthful of lead peas!!



Attack Dove

- Can move as many squares as it likes in one of four directions horizontally or vertically.

※It doesn't matter if you're a dove or a crow, you don't stand a chance when this dove puffs its chest!!



Crazy Dove

- Can move two squares either vertically or horizontally, then can turn and move one more square vertically or horizontally. Ultimately it can move three squares.

※This dove must move exactly three squares.

※Can pass over the first and second square even if they are occupied by other doves as long as the third square is open.

※A crazy dove that'll fly in and blow things up!!